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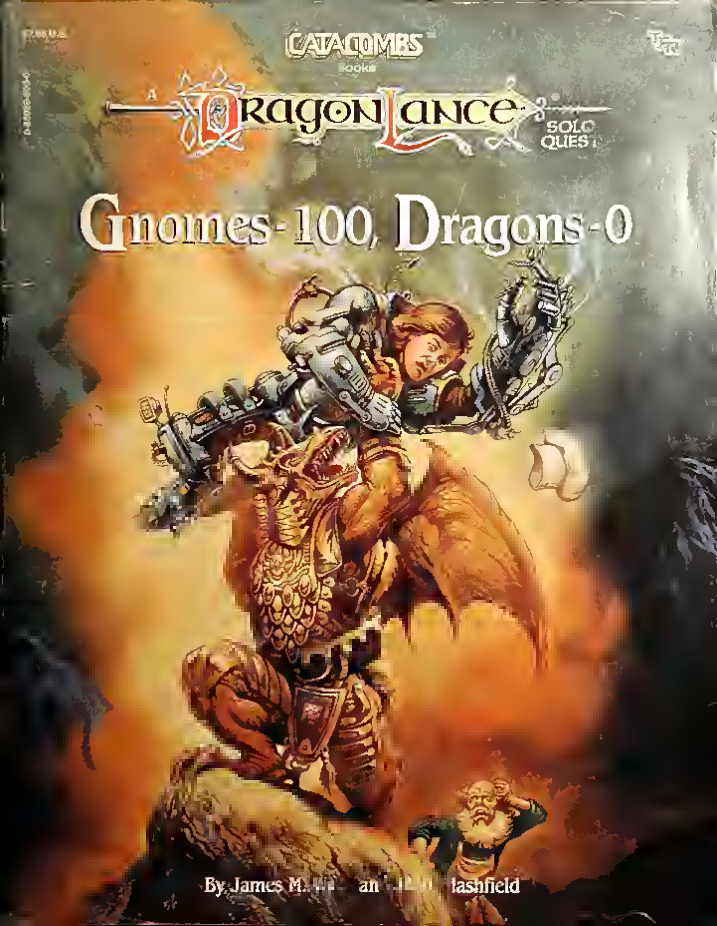
Books

A DragonLance SOLO QUEST

Gnomes-100, Dragons-0



By James M. [illegible] an [illegible] lashfield

Rye, the Baker

Personal Life Points:

(10)(9)(8)(7)(6)(5)(4)(3)(2)(1)

Other Possible Life Points

(30)(29)(28)(27)(26)(25)(24)(23)(22)(21)
(20)(19)(18) (17)(16)(15)(14)(13)(12)(11)
(10)(9)(8)(7)(6)(5)(4)(3)(2)(1)

Steam Powered Armor's Life/Hit Points

(40)(39)(38)(37)(36)(35)(34)(33)(32)(31)
(30)(29)(28)(27)(26)(25)(24)(23)(22)(21)
(20)(19)(18) (17)(16)(15)(14)(13)(12)(11)
(10)(9)(8)(7)(6)(5)(4)(3)(2)(1)

With no powered armor on, you are a very ineffective fighter. You were trained to beat dough, not the heads of draconians! Unarmored, you hit on a roll of 5 or less and do 1 point of damage to your enemy. With your armor on, you hit on an 8 or less and do a variety of damage. Your damage varies because you can build up the power in your armor by increasing the steam power in the suit.

First Combat Turn	5 Points of Damage
Second Combat Turn	7 Points of Damage
Third and all future turns	10 Points of Damage

Personal Weapons	Damage #
_____	_____
_____	_____
_____	_____
_____	_____

Other Objects Carried

_____ _____
_____ _____
_____ _____

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The Draconian Scout

Life Points:

(10)(9)(8)(7)(6)(5)(4)(3)(2)(1)

Weapon: Its sword (strikes successfully in combat on a roll of 9 or less. It inflicts 7 points of damage with each successful strike.

Use the following to determine what section to turn to, depending on what die number is generated:

Die Number		
1	The trapped draconian	(114D)
2	The sleeping draconian	(106G)
3	The battling draconian	(35F)
4	The fleeing draconian	(125I)
5	The amused draconian	(59I)
6	The ambushing draconian	(52G)
7	The surprised draconian	(39H)
8	The hungry draconian	(63H)
9	The diligent draconian	(116G)
10	The watchful draconian	(16I)
11	The powerful draconian	(58D)
12	The successful draconian	(79H)

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THE GNOMISH MOUNT NEVERMIND WORKSHEET

Days Remaining:

(20)(19)(18)(17)(16)(15)(14)(13)(12)
(11)(10)(9)(8)(7)(6)(5)(4)(3)(2)(1)

Note: When time runs out, turn to the final battle on page 82.

Chamber #	Short Description
_____	_____
_____	_____
_____	_____
_____	_____

BATTLE THE DRAGONARMY!

On the world of Krynn, from deep in the heart of the Isle of Sancrist, rises a dormant volcano named Mount Nevermind. Although dormant, Mount Nevermind never sleeps, for it is where 59,000 gnomes carry out their Life Quests as they and their ancestors have for thousands of years.

Their livelihood, however, is now threatened by the Queen of Darkness who has sent a dragonarmy to seize Sancrist. The gnomes' only hope of resistance is to have YOU command the final battle. But first you must gather components of a weapon that will repel the Dark Queen's minions.

In GNOMES - 100, DRAGONS - 0, you enter the world of a virtual maze full of surprises both delightful and deadly! As a baker's son and would-be general, you begin your quest. But to complete it you must explore the chambers within Mount Nevermind, where fearsome creatures luck and gnomish ingenuity will astound you! A unique feature of this book is a roguish Draconian, a member of the Dark Queen's advancing horde, which may help or hinder you and may be hiding on any page!

CATACOMBS™ Books represent the ultimate challenge in role playing adventure. Through the use of lavish illustration, you journey from chamber to chamber in search of the useful components of the gnomish war-machine. Your analytical powers are tested to the utmost as you must decide how to deal with the weird and wondrous creatures and devices you encounter.

Tear out bookmarks and Draconian included!

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